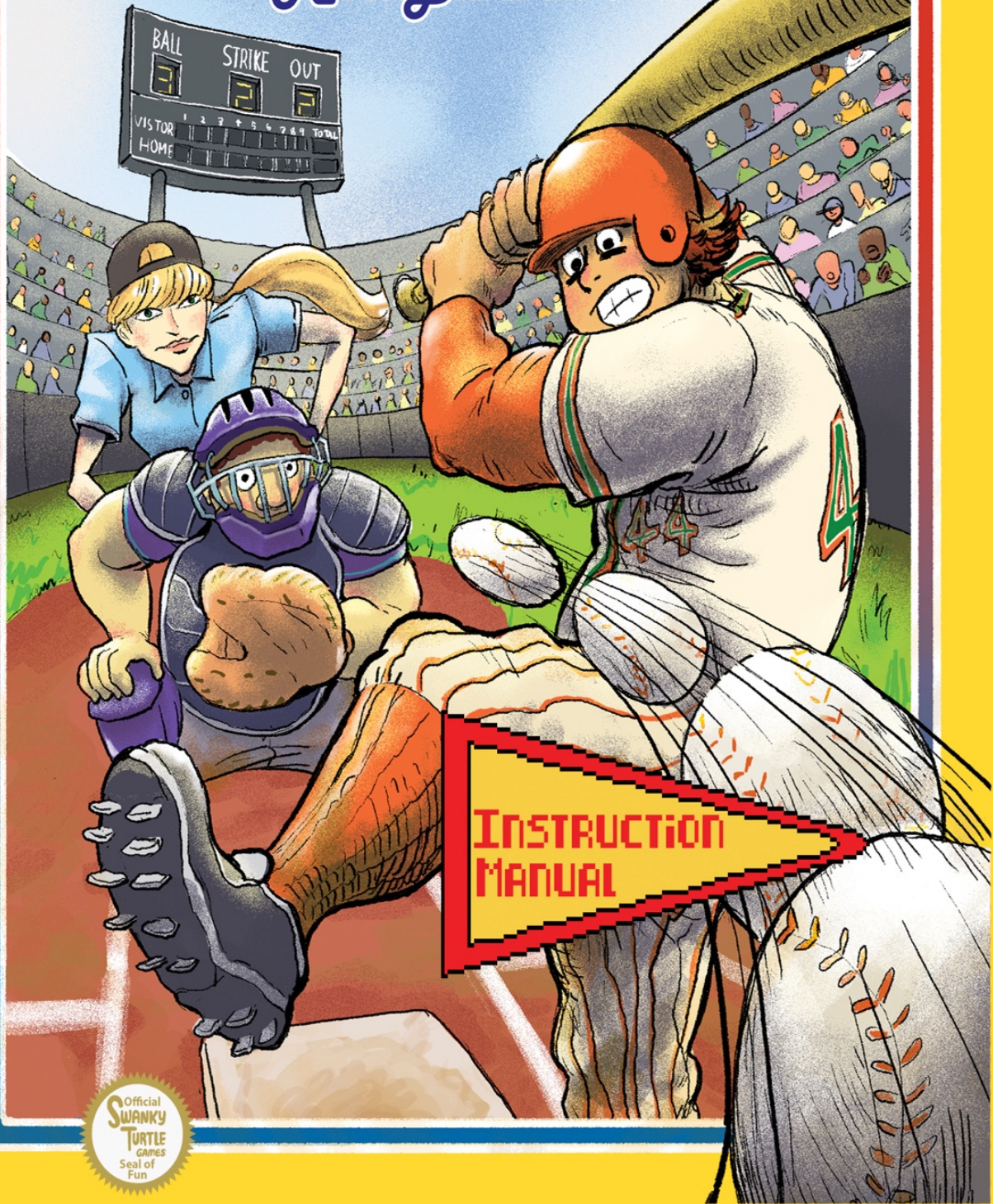


RB8

Retro Baseball 8-bit



OBJECT OF THE GAME

RBS Retro Baseball 8-bit is played in either a single head to head two player match up of one game or a series of games best of 3, 5, or 7. A full 9 inning game is played for each with the most runs being victorious. You will either use one of the complete teams included in base game or draft & build your own custom fantasy teams (see page 6 for more on drafting teams.)

COMPONENTS

- 🎲 1 Rule Book
- 🎲 1 Player Board
- 🎲 4 Six Sided Dice
- 🎲 4 Custom Control Dice (2 Red & 2 Green)
- 🎲 1 Scoreboard
- 🎲 6 Plastic Inning, Score, & Out Markers
- 🎲 2 Wooden Batter Markers (Red & Blue)
- 🎲 12 Wooden Runner Markers
(4 Purple, 4 Yellow, & 4 Orange)
- 🎲 240 Player Cards
- 🎲 6 Player Keys
- 🎲 20 Rally Cards



CARD ANATOMY

1 CHARITY CASE 2
ROCKVILLE CHERRIES 18

3

9 POWER 7 CONTACT 7 SPEED 7 DEFENSE 5

6 **Positive Vibes:** If the batter before her fails to reach base safely the next time that batter comes to bat they get a plus three to their Contact Rating.

4 POINT VALUE 53 BATS RIGHT 5

1 LEFTY CARLSON 2
PHILLY CHEESESTEAKS P

3

4 CONTROL 8 7 STUFF 9 8

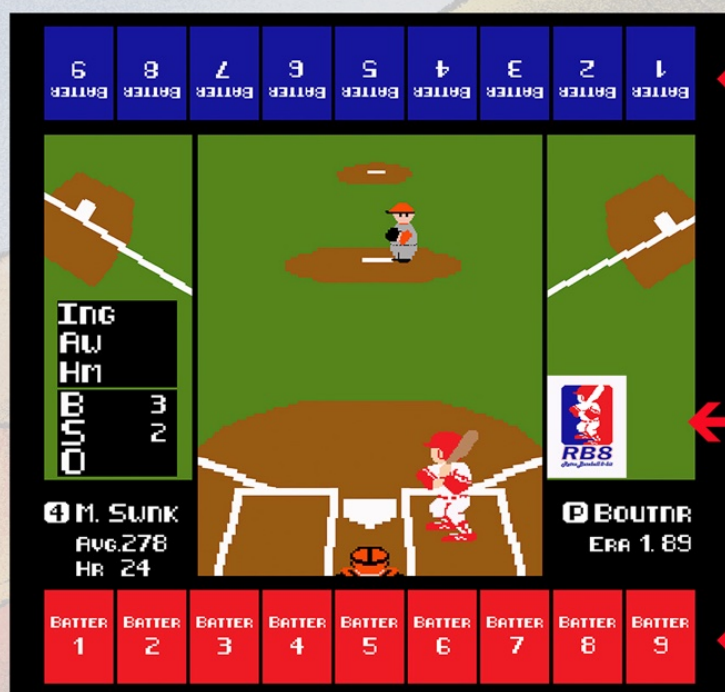
6 **The K's Keep On Coming:** For every two Strike Outs he records draw a Rally Card.

4 POINT VALUE 19 THROWS LEFT 5

KEY

- 1 Player Name
- 2 Position
- 3 Team Name
- 4 Player Point Value
- 5 Side Player Hits & Throws
- 6 Player's Special Abilities
- 7 Pitcher Control Rating
- 8 Pitcher Stuff Rating
- 9 Hitter Power Rating
- 10 Hitter Contact Rating
- 11 Hitter Speed Rating
- 12 Player Defense Rating

GAME BOARD





AWAY TEAM
LINEUP

PLACE
RALLY CARDS
HERE

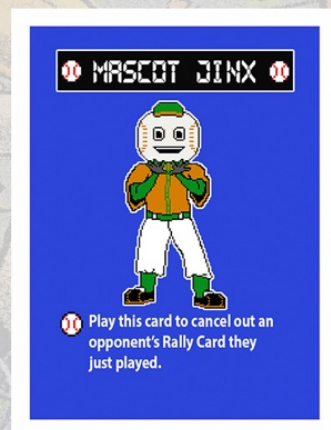
HOME TEAM
LINEUP

GAME SETUP

1. First determine whether you will play a single game (page 5) or a best of 3, 5, or 7 game series (page 5.)
2. Set the game board in the center of the table & each player takes 2 D6 (six sided dice,) 1 red pitcher control die, & 1 green batter control die.
3. Each player takes 1 batter marker & 6 runner markers (2 of each color)
4. Place the scoreboard mat and the clear plastic tokens to the side of the game board to use to mark the current inning, score, and outs. 
5. Shuffle and place the Rally Card Deck on the game board and each player draws 3. 
6. Randomly determine who will be the home team & who will be the away team. Each player then will select their team lineup and batting order and place them on the game board (see Setting Lineups on page 4.)

RALLY CARDS

The Rally Cards are random events that can happen during a baseball game. Each player begins with 3 & could earn more throughout the game. Some cards are for offense (green), defense (red), and neutral (blue).



Your Rally Card hand is kept secret from your opponent. Each player can play only 1 Rally Card per half inning. Some Rally Cards can negate ones played by another player (example The Mascot Jinx) so play your cards strategically.

Other ways to earn more Rally Cards are:

OFFENSE

- Score 4 Runs in 1 inning.
- Hit 2 Home Runs in 1 inning.

DEFENSE

- Get 2 Strike Outs in 1 inning.
- Have a 1 2 3 inning (no one reaches base.)

OTHER

- Beginning of the bottom of 7th inning both players roll 2 D6 & high roller gets a rally card.
- If a player ever trails by 6 or more runs once per game they can draw 1 Rally Card.

SETTING LINEUPS

When setting up your team it should have a minimum of 11 players:

- P (Pitcher)
- C (Catcher)
- 1B (First Base)
- DH (Designated Hitter)
- 2B (Second Base)
- 3B (Third Base)
- SS (Shortstop)
- OF (Left Fielder LF)
- OF (Center Fielder CF)
- OF (Right Fielder RF)
- RP (Relief Pitcher)

Now set your batting order 1-9. Pitchers will not bat. Your Designated Hitter can be a player from any position except pitcher.

SINGLE GAME

In a single game select one of the 16 included teams or do a fantasy draft (page 6 .) For example, you may choose to play with the Queen City Alpacos & your opponent may choose the Big Apple Bombers. Set your batting order, determine what position each player will play & select a starting pitcher. Important to note batting orders always stay the same and never change once set for that game. Also, your extra player at a position can be your Designated Hitter (DH).



BEST OF SERIES

You & your opponent will decide how long of a series you will play best of 3, 5, or 7.

In a series you must have at least 3 starting pitchers. For every 3 games you play in a series you must have one different starter for each. For example, you have 3 starting pitchers of Clay Shaw, Zeke Cranky, & Beer Can Bender. Shaw pitches game 1, Cranky game 2, & Bender game 3. You are playing best of 7 so for game 4 you will repeat that same order with Shaw pitching game 4 Cranky game 5 & Bender game 6. If it goes a full 7 games then the order turns back to your first pitcher in this case Shaw. Relief pitchers are available every game.

You can play a best of series with the teams out of the box the base game has 3 starting pitchers for each team or recommended is to do a fantasy team card draft (page 6.)



In a best of series, you will randomly determine who will start as the home team and visitor. Follow this format for each series where the first number is home team then visitor then back to home.



3 Game Series

1-1-1

5 Game Series

2-2-1

7 Game Series

2-3-2



In a best of 3 the first team to win 2 games wins the series best of 5 first to win 3 & best of 7 first to win 4 takes home the glory.

FANTASY DRAFT

In a fantasy draft players will decide on a point number value. For a single game draft 800 points is the standard. (However players may customize this if it is agreed on.) For a best of series 1,000 points is standard.

Within the point value determined players will select cards one at a time adding up the point value of the cards.

Randomly determine who will draft first. The first player will then draft any player from any of the RB8 teams then the second player will choose his. Now the second player selects again then the first player snaking back and forth until both players have complete teams at or under the pre-determined point value of the build.



To have a complete team you must have one player for each defensive position which includes 3 outfielders and 1 extra batter at any position which will be your DH. You will also need



3 starting pitchers (only 1 if playing single game) also 1 relief pitcher. You may find you may even need to have 2 or more relief pitchers, sometimes it pays off to have a deeper bullpen.

PLAY BALL!

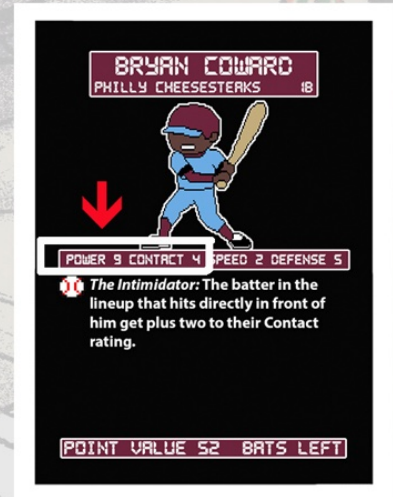
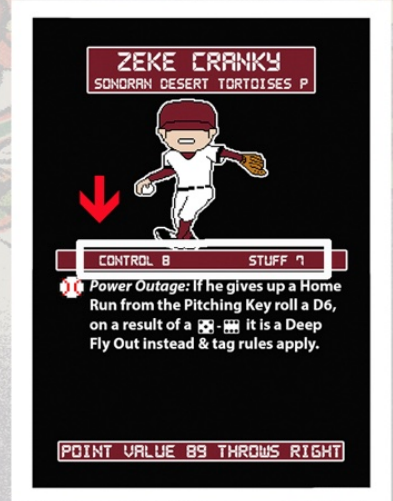
Your team should now be built & your batting order set so lets hit the field & play ball! Both players draw 3 Rally Cards. The away team will bat first.

ON DECK PHASE

Before every at bat begins the pitcher and batter will battle for control. This is called the "On Deck Phase". The pitcher will add his control rating plus his stuff rating and compare it to the batter's contact rating plus his power rating. For example, if the two ratings from the pitcher total 15 vs. a total of 13 from the batter then the pitcher will have plus 2 to his On Deck Phase roll.

Both players now having their totals roll two six-sided dice, whoever rolls highest will have the best chance to take control of the at bat. For our example earlier the pitcher rolls a 3 and 4 which totals 7 the batter rolls a 3 and 5 which totals 8 however, the pitcher would win the "On Deck Phase" in this situation since his rating total was 15 and the batters was 13 giving him the plus two to his roll.

Since the pitcher has the higher total he will now roll his special red pitcher die. If a pitcher symbol shows he will have won the "On Deck Phase" and get to roll two six sided dice and compare the dice combo to the Pitching Key to find out the result of the at bat. If a batter symbol appears he relinquishes control and now the batter gets to roll two dice and compare the result of the dice combo to the Hitting Key to find out the result of the at bat.

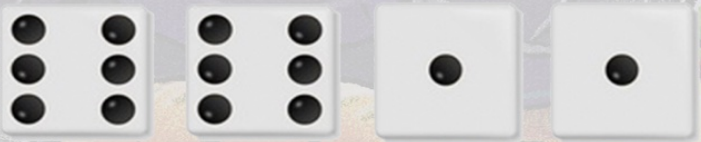


If a batter ends up rolling a higher total on the beginning roll off of the "On Deck Phase" then follow the same pattern except the batter will roll his special green batter die following the same example. If a batter symbol is rolled he rolls two dice from the Hitting Key to find the result of the at bat or if a pitching symbol is rolled he relinquishes control to the pitcher and pitcher rolls two dice to find out the result from the Pitching Key.

DOUBLE SIXES AND ONES

When rolling 2 six-sided dice to win the "On Deck Phase" if one player rolls double sixes it is automatic control of the at bat no need to roll their special pitcher or batter die they just roll their two six-sided dice to determine the outcome of the at bat. Same is true if any player rolls double ones. That player automatically loses and the other player gets control and rolls from his key.

Apply this same rule to any close plays at first base, tag plays, & stolen bases. Where double sixes is an auto success and double ones is an auto failure.



ROLLING TIES

If both players after factoring in all their bonuses roll the same number result during the "On Deck Phase" both players will reroll until one player's result is higher. Also reroll if both players roll double sixes or ones. Just think of it as the batter fouling off pitches if you will.

For example, a pitcher has a plus two bonus for his "On Deck Phase" & rolls a 3 and a 4 giving him a result of 9 after factoring in his bonus. The batter rolls a 4 and a 5 giving him a total of 9 also, this result is a tie and both players will reroll.

When a tie is rolled during a running play a close play at 1B, a stolen base attempt, or a tag up the tie will go to the runner.

THE KEYS

Once you have established control as either the hitter or pitcher you roll 2 six sided dice to find out the result of the play. Referring to either the Pitching or Hitting Key depending on who has control.

For our example lets say the pitcher's controller rolls higher in the "On Deck Phase" then rolls their special red pitcher die & the pitcher symbol was rolled so they maintain control they then roll 2 D6 rolling a 3 & 4 they refer to that result on the pitching key finding that result is a ground ball to 2B which then refers them to the groundball key where they roll 1 D6 rolling a 3. That would result in the batter being out at 1B & with no runners on base ignoring the runner movement portion.

PITCHING KEY

- 1 1 = STRIKE OUT LOOKING
- 1 2 = SINGLE TO LF*
- 1 3 = WALK
- 1 4 = FLY OUT TO DEEP CF**
- 1 5 = LINE OUT TO SHALLOW RF
- 1 6 = LINE OUT TO 2B
- 2 1 = POP OUT TO C
- 2 2 = DOUBLE TO CF+
- 2 3 = GROUND BALL TO 1B^
- 2 4 = SHARP LINE OUT TO SS
- 2 5 = GROUND BALL TO SS^
- 2 6 = STRIKE OUT ON FOUL TIP
- 3 1 = GROUND BALL TO 2B^
- 3 2 = GROUND BALL TO 3B^
- 3 3 = GROUND BALL TO SS^
- 3 4 = STRIKE OUT LOOKING
- 3 5 = HIT BATTER
- 3 6 = FLY OUT TO DEEP RF**
- 4 1 = LINE OUT TO SHALLOW LF
- 4 2 = HOME RUN TO RF
- 4 3 = STRIKE OUT SWINGING

*RUNNERS ADVANCE 1 BASE **REFER TO TRG RULES
+REFER TO TRG RULES *REFER TO GROUND BALL KEY

GROUND BALL KEY

- 1 = IF THERE IS A FORCE AT A BASE LEAD RUNNER IS OUT AND BATTER OUT AT 1B FOR A DOUBLE PLAY OTHERWISE IF NO FORCE BATTER OUT AT 1B AND RUNNERS HOLD.
- 2 = LEAD RUNNER IS OUT ALL OTHER RUNNERS ADVANCE 1 BASE AND BATTER IS SAFE AT 1B. IF NO RUNNERS ON BATTER IS OUT AT 1B.
- 3 = BATTER OUT AT 1B/RUNNERS ADVANCE 1 BASE IF FORCED.
- 4 = BATTER OUT AT 1B/RUNNERS ADVANCE 1.
- 5 = CLOSE PLAY AT 1B/COMPARE BATTER SPEED TO FIELDER DEFENSE ADD THE DIFFERENCE TO THE DICE ROLL BOTH PLAYERS ROLL 2 D6 IF BATTER ROLLS HIGHER RESULT BATTER IS SAFE WITH AN INFIELD SINGLE AND RUNNERS ADVANCE 1 OTHERWISE BATTER OUT AT 1B AND RUNNERS ADVANCE 1.
- 6 = FIELDING ERROR BATTER SAFE AT 1B/RUNNERS ADVANCE 1 IF DEFENSE RATING AT POSITION WHERE THE ERROR IS COMMITTED IS 7 OR HIGHER THE DEFENSE ROLLS 1 D6 FOLLOW THE RESULTS OF THE ERROR KEY ON BACK INSTEAD.

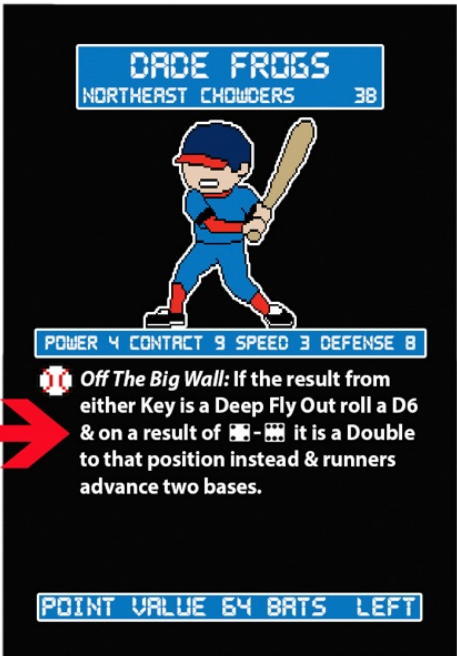
STEALING A BASE

If there is a runner on base place one of your runner markers on that player's card & one on the base of the gameboard. A runner may attempt to steal second or third base at any time. Home plate may not be stolen. Player must declare the attempt before the "On Deck Phase" happens. When a runner attempts a stolen base compare his speed to the defense of the catcher add the difference to the dice roll. Both players roll 2 D6 if runner rolls higher he is safe if not he is out. If it is a double steal the catcher can decide which base to attempt to throw runner out.


SPECIAL ABILITIES

Players could have a special ability that could possibly change the original result of the initial play or roll result from one the keys. A change of one result could then trigger another player's special ability in which case all abilities will go back & forth until they have all been resolved to get the final outcome. (Note player cards often tell you to roll a D6 that simply means roll one six sided regular die.)

For example, a player controlling the batter has won control from the "On Deck Phase" so they roll their special green batter die. They roll a 4 & 6 and refer to the hitting key which they find is a Fly Out to Deep RF, however their batter is Dade Frogs who has a special ability for Deep Fly Outs he rolls his D6 and rolls a 5 & according to his ability it is now a double to RF instead. The player controlling the defense however has Zo Abel in RF who also has an ability that allows him to attempt to rob a double so he rolls a D6 & rolls a 2 which is unsuccessful so with no more ability reactions or Rally Cards being played the result is a double to RF. The player would then put one of the runner markers on second base on the game board and the other matching color marker on the player card so you can track what runner is where for speed purposes.



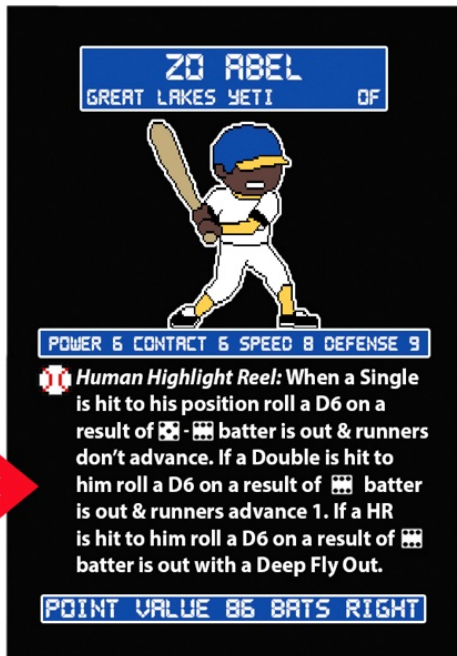
DADE FROGS
NORTHEAST CHOWDERS 3B




POWER 4 CONTACT 9 SPEED 3 DEFENSE 8

Off The Big Wall: If the result from either Key is a Deep Fly Out roll a D6 & on a result of 5-6 it is a Double to that position instead & runners advance two bases.

POINT VALUE 64 BATS LEFT



ZO ABEL
GREAT LAKES YETI OF



POWER 6 CONTACT 6 SPEED 8 DEFENSE 9

Human Highlight Reel: When a Single is hit to his position roll a D6 on a result of 5-6 batter is out & runners don't advance. If a Double is hit to him roll a D6 on a result of 6 batter is out & runners advance 1. If a HR is hit to him roll a D6 on a result of 6 batter is out with a Deep Fly Out.

POINT VALUE 86 BATS RIGHT

TAGGING UP

A runner may attempt to tag but only on a Deep Fly Out. To do so, compare runner's speed to the defense of the fielder add the difference to the dice roll, if runner is tagging from third base to home plate he adds an additional 1 to his roll. Players roll 2 D6 if runner rolls higher result he is safe. If more than one runner tags fielder can choose which runner to attempt to throw out. Tagging also follows double six and one rules.

SACRIFICE BUNTS

The batter may choose to sacrifice bunt if he has a runner on first base and or second base only. He may not with a runner on third base. If he chooses to sacrifice he declares before the "On Deck Phase" happens, he instead rolls one D6 and follows the results from the Sacrifice Bunt Key. **Note** the "On Deck Phase" is skipped this at bat and the sacrifice attempt happens instead. **Note** also a sacrifice bunt may only be done **once** per half inning.

SACRIFICE BUNT KEY

- =POP OUT TO CATCHER
- =LEAD RUNNER OUT BATTER SAFE AT 1B
- ▣ =BATTER OUT AT 1B/RUNNERS ADVANCE 1
- ▢ =BATTER OUT AT 1B/RUNNERS ADVANCE 1
- ▤ =BATTER OUT AT 1B/RUNNERS ADVANCE 1
- ▥ =BATTER BEATS OUT BUNT/RUNNERS ADVANCE 1

FIVE SIX KEY

▣ IF HITTER'S POWER RATING IS EIGHT OR GREATER IT IS A HOME RUN TO LF, OR IF CONTACT RATING IS EIGHT OR GREATER IT IS A DOUBLE TO RF, OTHERWISE IT IS A SINGLE TO CF.

ERRORS

Let's face it errors are a part of baseball and they are a part of this game too. Errors are generally committed through the ground ball rolls (although they could come into play also through use of played Rally Cards). If an error is committed and the defense rating of the player of the position where the error is committed is at least a seven or greater he has a chance to redeem himself. These results can be found on the Error Key.



ERROR KEY

DEFENSE OF 7 -BATTER OUT AT 1B/RUNNERS ADVANCE 1

DEFENSE OF 8 - -BATTER OUT AT 1B/RUNNERS ADVANCE 1

DEFENSE OF 9 - -BATTER OUT AT 1B/RUNNERS ADVANCE 1

DEFENSE OF 10 - -BATTER OUT AT 1B/RUNNERS ADVANCE 1

TAG RULES

A RUNNER MAY ATTEMPT TO TAG. COMPARE HIS SPEED TO THE DEFENSE OF THE FIELDER. ADD THE DIFFERENCE TO THE DICE ROLL. IF RUNNER IS ON 3B ADD 1 TO HIS DICE ROLL. PLAYERS ROLL 2 D6. IF RUNNER ROLLS HIGHER RESULT HE IS SAFE. IF MORE THAN 1 RUNNER TAGS FIELDER CAN CHOOSE WHICH RUNNER TO ATTEMPT TO THROW OUT.

FRANKIE SMILES
QUEEN CITY ALPACAS SS



POWER 7 CONTACT 8 SPEED 7 DEFENSE 9

I *Inspiring Defense:* When on defense if a Ground Ball is hit to his position on the final out of the inning he makes a spectacular play giving his team momentum. The first batter to lead off the next half inning gets a plus 3 to Contact. If he leads off he wins On Deck Phase without a roll.

POINT VALUE 80 BATS SWITCH



For example, a player's batter rolls a 6 on a Ground Ball Key roll to the SS. Checking the defense of the SS in this case Frankie Smiles has a defense of 9. Looking at the Error Key the defense can roll out of and negate the error with a roll of 4 or higher the defensive player rolls a 5 and negates the error & instead the batter is out at 1B.

PITCHER FATIGUE

Pitcher fatigue is simulated in different ways in the game. The first way is when a starting pitcher has pitched 5 innings. At the start of his 6th inning his control rating will go down one. It will continue to go down an additional one each inning after as well.

Relief pitchers will suffer inning fatigue after they have pitched one full inning (3 recorded outs). They will also go down one in their control rating after each full inning pitched.



In addition to inning fatigue at the start of the 7th inning starting pitchers will lose any use of their special abilities listed on their card also. Relief pitchers will lose their use of special abilities after one full inning pitched.

PITCHER CONFIDENCE

Sometimes the pitcher just doesn't have his best stuff. This is simulated in the game as well. After a starting pitcher gives up 5 runs in the game (3 for a relief pitcher) his Stuff Rating goes down one for each additional run he gives up there after. For example if his Stuff Rating on his card is an 8 and he has given up 7 runs so far, his Stuff rating will have dropped now to a 6 for each of the runs after 5 he gave up.

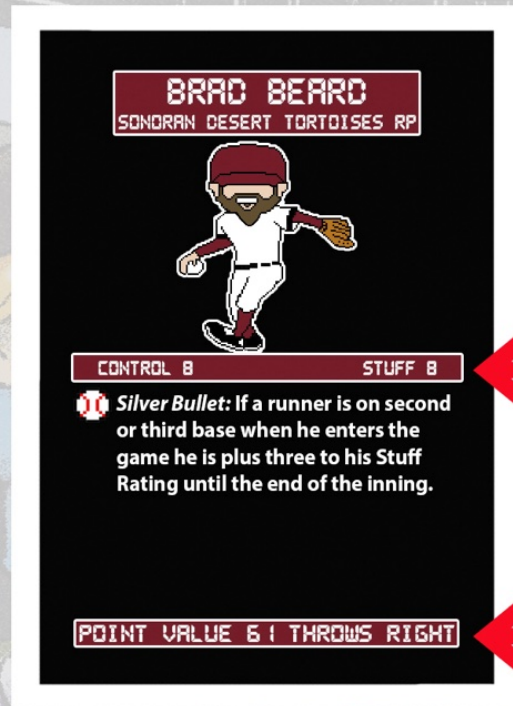
PITCHING & HITTING SIDES

Under the regular rules of the game a starting pitcher's arm direction left or right has no effect on the game. However, it does come into play with your bullpen and relief pitchers.

If a relief pitcher comes in he gets a plus one to his Stuff Rating if he faces a batter that hits the same direction he throws, and he gets a minus one to a batter that hits opposite he throws. (Note if a batter hits switch the pitcher will always have a minus one against him.)



For example, a relief pitcher throws right handed he has a Stuff Rating of 8 he is facing a right-handed hitter his rating is now a 9 since he is facing a righty. Next batter he faces is a left-handed hitter so now his Stuff Rating would drop to a 7.



WINNING THE GAME

The game is played for 9 innings & whoever has the most runs after 9 innings wins. Since the away team bats first and in the top half of each inning if the home team is winning after the top of the 9th inning is completed, and the away team has not tied or taken the lead the game ends with no need for the home team to bat in the bottom of the 9th inning.

If the game is tied after 9 innings are completed one additional full inning will be played until after a complete inning one team has more runs scored keep playing until this is the result.

Keep in mind in extra innings pitchers will continue to suffer from the fatigue rule.



GAME VARIANTS

Speed Variant

Instead of going by what the keys, player, or rally cards say for runner advancement use this chart. This chart will also give more value to speed when drafting players.

- ⓪ Speed 1-4: Runners advance number of bases equal to type of hit 1 base on a Single, 2 bases on a Double, & 3 on a triple.
- ⓪ Speed 5-7: Runners advance same as previous except if runner is on 2B he will advance 2 bases and score.
- ⓪ Speed 8-10: Runners advance one more base than the hit. 2 bases on a Single & 3 bases on a Double.



Pitching & Hitting Sides Variant

For a simpler variant ignore the relief pitcher rules for the plus or minus due to which direction they throw versus which way the batter hits.

For a more advanced variant play by the regular rules but also apply this rule to starting pitchers as well. So for the whole game plus and minus will apply depending on which way the pitcher throws and batter hits.



Rally Cards Variant


Instead of being limited to playing only one Rally Card per half inning there is no limit to how many you can play. So that means you can stack and play back to back if the situation works out to do so.




EXAMPLE OF AN INNING

Chris is the home team and is playing defense first his starting pitcher is Rocket Lemons who has a Control Rating of 8 & Stuff of 9 for a total of 17.

ROCKET LEMONS
 NORTHEAST CHOWDERS P




CONTROL 8
STUFF 9

 **Bringin' The Heat:** When rolling from the Pitching Key if the result of the dice combo add up to a total of six ignore the result on the Key the result is now a Strike Out Swinging instead.


POINT VALUE 136
THROWS RIGHT

Mike has Peter Thorn hitting first his Power is 4 & Contact 10 for a total of 14 so Chris is plus 3 on his dice roll for the "On Deck Phase"

PETER THORN
 QUEEN CITY ALPACAS 3B



POWER 4 CONTACT 10
SPEED 7 DEFENSE 7

 **Hustling Charlie:** When rolling from either Key on a Ground Ball, a result of [1][2] is a close play at 1B. Refer to Ground Ball Key.

POINT VALUE 71
BATS SWITCH

They both roll 2 six-ided dice Mike's total adds up to 8 & Chris rolls a total of 7 but since he is a plus 3 that gives him 10 & he will get to roll his red pitcher die.

Chris rolls the pitcher symbol so, he will keep control & roll from the Pitching Key.



Chris rolls 2 D6 rolling a 3 & a 4 looking at the Pitching Key he sees it a Ground Ball to 2B.

Mike will roll one D6 to see what the result will be on the Ground Ball Key but factoring in Peter Thorn has a special ability when rolling Ground Ball rolls.

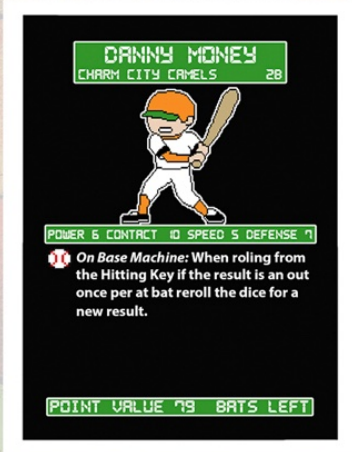
↑ PITCHING KEY ↓

- [1][1]=STRIKE OUT LOOKING
- [1][2]=SINGLE TO LF*
- [1][3]=WALK
- [1][4]=FLY OUT TO DEEP CF**
- [1][5]=LINE OUT TO SHALLOW RF
- [1][6]=LINE OUT TO 2B
- [2][1]=POP OUT TO C
- [2][2]=DOUBLE TO CF+
- [2][3]=GROUND BALL TO 1B^
- [2][4]=SHARP LINE OUT TO SS
- [2][5]=GROUND BALL TO SS^
- [2][6]=STRIKE OUT ON FOUL TIP
- [3][1]=GROUND BALL TO 2B^
- [3][2]=GROUND BALL TO 3B^
- [3][3]=GROUND BALL TO SS^
- [3][4]=STRIKE OUT LOOKING
- [3][5]=HIT BATTER
- [3][6]=FLY OUT TO DEEP RF**
- [4][1]=LINE OUT TO SHALLOW LF
- [4][2]=HOME RUN TO RF
- [4][3]=STRIKE OUT SWINGING

*RUNNERS ADVANCE 1 BASE **RUNNERS ADVANCE 2 BASES
 ^REFER TO TAG RULES *REFER TO GROUND BALL KEY

Mike rolls a 1 & since Peter Thorn's ability required him to roll a 2 through 5 he just follows the normal result from the Ground Ball Key for a 1 result. Since no runners were on base there is no force and he is simply just out at 1B.

Mike's next batter is Danny Money his batting totals are 16 so Rocket Lemons is a plus 1 for the "On Deck Phase"



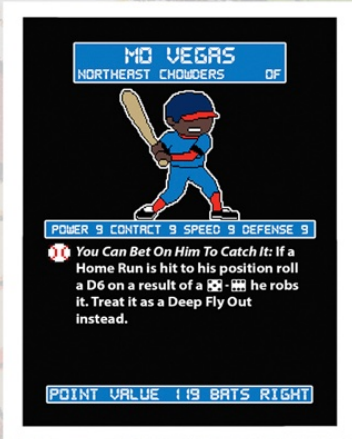
Chris rolls a total of 10 & Mike rolls a total of 7 with his two dice so Chris again wins this phase & rolls his red pitcher die once again rolling the pitcher symbol.

GROUND BALL KEY

- ☐ = IF THERE IS A FORCE AT A BASE LEAD RUNNER IS OUT AND BATTER OUT AT 1B FOR A DOUBLE PLAY OTHERWISE IF NO FORCE BATTER OUT AT 1B AND RUNNERS HOLD.
- ☐ = LEAD RUNNER IS OUT ALL OTHER RUNNERS ADVANCE 1 BASE AND BATTER IS SAFE AT 1B. IF NO RUNNERS ON BATTER IS OUT AT 1B.
- ☐ = BATTER OUT AT 1B/RUNNERS ADVANCE 1 BASE IF FORCED.
- ☐ = BATTER OUT AT 1B/RUNNERS ADVANCE 1.
- ☐ = CLOSE PLAY AT 1B/COMPARE BATTER SPEED TO FIELDER DEFENSE ADD THE DIFFERENCE TO THE DICE ROLL BOTH PLAYERS ROLL 2 D6 IF BATTER ROLLS HIGHER RESULT BATTER IS SAFE WITH AN INFIELD SINGLE AND RUNNERS ADVANCE 1 OTHERWISE BATTER OUT AT 1B AND RUNNERS ADVANCE 1.
- ☐ = FIELDING ERROR BATTER SAFE AT 1B/RUNNERS ADVANCE 1. IF DEFENSE RATING AT POSITION WHERE THE ERROR IS COMMITTED IS 7 OR HIGHER THE DEFENSE ROLLS A D6 FOLLOW THE RESULTS OF THE ERROR KEY INSTEAD.



So Chris rolls 2 D6 again to get the result from the Pitching Key. This time he rolls two sixes and checking the Key, it is a Strike Out Swinging. Now 2 outs in the inning.



Mike's next batter is Mo Vegas & his batting totals are 18 which gives him a plus one to his "On Deck Phase" roll versus Rocket Lemons.

Mike rolls a total of 5 giving him 6 with his plus one roll but Chris rolls a total of 8 again letting him roll his red pitcher die but this time he relinquishes control by rolling the batter symbol.



Mike will now roll his two D6 and compare the results this time to the Hitting Key. Mike rolls a 2 & 3 so after checking the Key it is a Line Out to Shallow CF. He has no Rally Cards to play that will help him so that is the third out of the inning and Chris will now bat. However, since Chris got Mike out 1 2 3 no runners reached base Chris gets to draw an extra Rally Card. He draws Friendly Winds and hopes to use it.

HITTING KEY

- = TRIPLE TO RF
- = STRIKE OUT LOOKING
- = WALK
- = FLY OUT TO DEEP CF*
- = POP OUT TO 1B
- = FLY OUT TO DEEP LF*
- = INFIELD SINGLE TO SS*
- = LINE OUT TO SHALLOW CF
- = SINGLE TO RF +
- = SINGLE TO CF*
- = STRIKE OUT SWINGING
- = SINGLE TO RF +
- = GROUND BALL TO 2B^
- = GROUND BALL TO 3B^
- = GROUND BALL TO SS^
- = DOUBLE TO CF +
- = SINGLE TO LF*
- = FLY OUT TO DEEP RF*
- = DOUBLE DOWN RF LINE%
- = REFER TO FIVE SIX KEY*
- = HOME RUN TO CF

*RUNNERS ADVANCE 1 BASE +RUNNERS ADVANCE 2 BASES
 %RUNNERS ADVANCE 3 BASES
 ^REFER TO TAG RULES *REFER TO GROUND BALL KEY

FRIENDLY WINDS

Play if you hit a Deep Fly Out the wind is blowing out and it leaves the yard for a Home Run instead.

Mike's pitcher is Craig Maddog who has a total Control & Stuff Rating of 16 Chris has Mae Donna batting her total is 10 so Mike has a plus 6.

CRAIG MADDOG
 ROCKY MOUNTAIN GOATS P

CONTROL 8 STUFF 8

⚔ Gloves of Gold: On any Ground Ball to 2B or SS roll a D6 before rolling from the Ground Ball Key & on a result of a 1 he fields the ball instead & treat it as a 1 result was rolled from the Ground Ball Key.

POINT VALUE 93 THROWS RIGHT

Chris rolls a total of 5 & Mike rolls double ones so that is an auto loss so Chris does not have to roll his green batter die he just rolls 2 D6 for the Hitting Key he rolls a 1 & 3 so that is a Walk. Chris will put one of his runner markers on Mae Donna and the same matching color marker on first base.

MAE DONNA
 ROCKVILLE CHERRIES OF

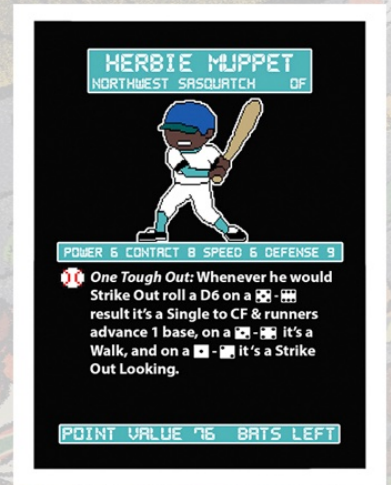
POWER 5 CONTRACT 5 SPEED 10 DEFENSE 7

⚔ All The Way Mae: If she hits a Double from either Key roll a D6 on a result of 1-3 she is safe at 3B with a Triple otherwise keep original result.

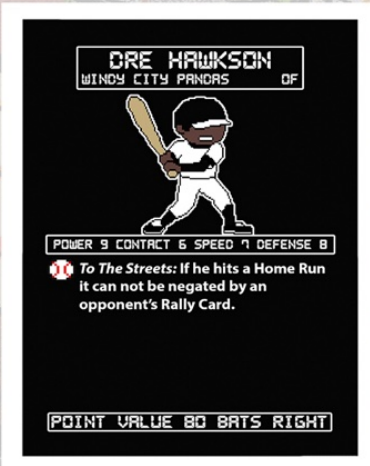
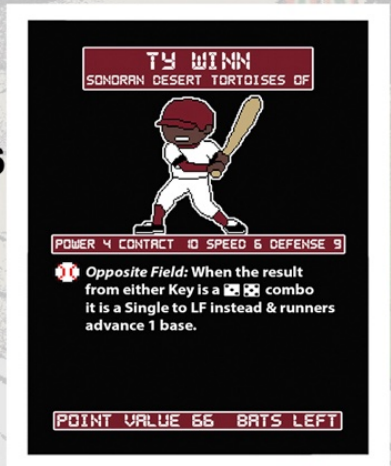
POINT VALUE 69 BATS RIGHT

Next up for Chris is Herbie Muppet his total is 14 so Mike will be plus two. Mike rolls a total of 8 for a total of 10 with his plus two & Chris rolls a total of 7 so Mike rolls his red pitcher die and rolls the pitcher symbol.

Mike rolls his 2 D6 and rolls a 4 & 6 which is a Deep Fly Out to RF. Since Chris drew the Friendly Winds Rally Card last half inning plays it hoping to turn that out into a Home Run instead. However Mike also plays a Rally Card called Home Run Denied robbing the Home Run from Chris. It now once again becomes a Deep Fly Out to RF.



Chris decides to tag up with Mae Donna & try to go from 1B to 2B. So he compares her speed of 10 to Mike's right fielder who is Ty Winn & has a defense of 9 so he will be plus one as both players roll 2 D6 Mike rolls a total of 10 and Chris rolls a total of 6. Mike successfully throws out Mae Donna for 2 outs in the inning.




Chris now has Dre Hawkson up to bat Mike's pitcher is a plus one to him. Mike rolls a total of 6 which gives him 7 & Chris rolls a total of 11 so he gets to roll his green batters die. He rolls the batter symbol to maintain control. He now rolls 2 D6 from the Hitting Key & rolls a 1 & 2 which is a Strike Out Looking for the 3rd out of the inning.



CARD CLARIFICATIONS & SCENERIOS

PETER THORN
QUEEN CITY ALPACAS 3B




POWER 4 CONTACT 10 SPEED 7 DEFENSE 7

Hustling Charlie: When rolling from either Key on a Ground Ball, a result of 1-1 is a close play at 1B. Refer to Ground Ball Key.

POINT VALUE 71 BATS SWITCH

For Peter Thorn's "Hustling Charlie" ability roll a D6 (one six sided die) like normal for the Ground Ball Key roll and if you roll a 2 through 5 it is a close play at 1B just like the normal 5 roll on a Ground Ball where you will compare his speed to where the ball was originally hit & both players roll their 2 D6 (six sided dice) & whoever rolls higher factoring in any bonus will determine if he is either out at 1B or beats it out for a Single.

CLAY SHAW
SOCAL SURFERS P



CONTROL 9 STUFF 9

Picking His Spots: At the beginning of the game roll 2 D6 twice. The two combos you rolled are now Strike Out Swinging results if you roll them from the Pitching Key. This ability is not affected by fatigue.

POINT VALUE 145 THROWS LEFT

JOHN CARLO
BIG APPLE BOMBERS OF



POWER 10 CONTACT 6 SPEED 5 DEFENSE 7

Moon Shots: At the beginning of the game roll 2 D6 twice. The first combo result is now a Home Run to CF if rolled from the Hitting Key the 2nd result is now a Home Run to RF if rolled from the Pitching Key.

POINT VALUE 87 BATS RIGHT

ROCKET LEMONS
NORTHEAST CHOWDERS P



CONTROL 8 STUFF 9

Bringin' The Heat: When rolling from the Pitching Key if the result of the dice combo add up to a total of six ignore the result on the Key the result is now a Strike Out Swinging instead.

POINT VALUE 136 THROWS RIGHT

Pre-Game Scenario: There could be a rare scenario where Clay Shaw is on one team & John Carlo on another & when doing your pre-game rolls & John Carlo's second result of a Home Run when rolled from the Pitching Key could of been the same combo that Clay Shaw could of rolled pre-game for a Strike Out. Or if a player has Rocket Lemons and John Carlo rolls a combo that totals six this would conflict with Rocket's ability. In these scenarios the player with the offensive player in this case the controller of John Carlo simply rerolls that combo result for another one (note there are other players with similar abilities pre-game so follow this example for them if there is a conflict as well.)

RBS & BASEBALL TERMS DEFINED

1-2-3 inning = An inning in which a pitcher faces only three batters & none of those batters successfully reaches base.

Advance a runner = To move a runner ahead safely to another base.

Bottom of the inning = The second half or "last half" of an inning, during which the home team bats.

D6 = Many cards in RBS refer to rolling a D6 which is just one six sided dice.

Designated Hitter = The designated hitter (DH) is a player who permanently hits in the place of a defensive player and whose only role in the game is to hit.

Double = A hit where the batter makes it safely to second base before the ball can be returned to the infield.

Double Steal = Two runners attempt to simultaneously steal a base. Typically, this is seen when runners who are on first and second make an attempt to steal second and third.

Force = When a runner must advance to another base because the batter becomes a runner and, as such, must advance to first base. In this situation, the runner is out if a fielder with the ball touches the base the runner is being forced to; this is considered a "force out".

Fly Out = An out that results from an outfielder catching a fly ball.

Hit = The act of safely reaching first base after batting the ball into fair territory.

Hit Batter = When a pitch touches a batter in the batter's box, the batter advances to first base

Home = Home plate. For a runner to reach home safely is to score a run.

Home Run = A home run (or homer) is a base hit in which the batter is able to circle all the bases, ending at home plate and scoring a run himself.

Inning = An inning consists of two halves. In each half, one team bats until three outs are made. A full inning consists of six outs, three for each team; and a regulation game consists of nine innings. The first half-inning is called the top half of the inning; the second half-inning, the bottom half.

Outfielder (OF) = An outfielder is a player whose position is either left field, center field, or right field.

Relief Pitcher (RP) = A relief pitcher or reliever is a pitcher brought in the game as a substitute for another pitcher.

Sacrifice Bunt = A sacrifice bunt is the act of deliberately bunting the ball in a manner that allows a runner on base to advance to another base, while the batter is himself put out.

Single = A one-base hit.

Tag Up = When a batter hits a ball that is caught before touching the ground, he is out and all base runners must retreat back to their original base. The act of touching their original base is called "tagging up" after which, they may legally advance to the next base.

Triple = A three-base hit.